

ABSTRACT

The performance of distributed systems can be improved when a server remotely controls off-screen surfaces at a client coupled to the server via a communications
5 network. The server instructs the client to form an off-screen surface exhibiting a number of particular attributes. The client selects and allocates a particular memory region and forms the off-screen surface therein, as instructed by the server. The server subsequently provides the client with an indicia of graphical data and instructs the client to locate the graphical data and to copy the data into the off-screen surface. In response to an error
10 condition, the server transmits a duplicate of the off-screen surface to the client with instructions to update the client's on-screen surface using this duplicate surface.

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